Strategy Game Series

NES-KL-USA

Romance of The Three Kingdoms II

INSTRUCTION BOOKLET

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for play on the

Nintendo
ENTERTAINMENT
SYSTEM®

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Please look for quality releases from us in the future !

We appreciate your interest in our products.

Sincerely,

Yoichi Erikawa
CEO and President **KOEI** Corporation

& The Entire **KOEI** Staff

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INTRODUCTION

China in 190 A.D. was nearing chaos. The Later Han Dynasty, which had ruled for the previous 165 years, was losing control. Administration of law throughout the country was no longer emanating from the Emperor, but from power-hungry generals. At first, no single general controlled more than a handful of states; however, by 215 A.D. China was divided into three kingdoms called Wei, Wu and Shu. Each ruler was desperately attempting to consolidate the entire country under himself. Romance of the The Three Kingdoms is a strategy game that traces China's evolution from chaos and war, to the establishment of the Three Kingdoms, and finally to the grand achievement of unification under one general.

Six scenarios have been prepared for you based on the legend of The Three Kingdoms. As many as twelve may play, but only one can succeed. Your initial sphere of influence changes according to which scenario and general you select at the onset of the game. Although you have a wide selection of generals from which to choose, you must wisely use your ruling powers to enrich your territory and gain the loyalty of your people. Moreover, it is essential to foster diplomatic relations with other generals throughout the land. Steadily accumulate power by recruiting tacticians, employing greater numbers of soldiers, organizing your army, and making attacks upon neighboring lands. The opportunity will arise to carefully make use of both your alliances and spy activities. As your territory expands, you will have to appoint governors to administer your lands while you, as their overlord, move on to conquer other lands. Always keep your smartest advisor alongside so you can listen to his advice before issuing orders. Your ultimate goal is to defeat all rulers and unite the 41 Chinese provinces under your command.

Safety Tips

Before beginning Romance of The Three Kingdoms II, please read the following precautions carefully.

1) Always turn the POWER OFF before inserting or removing the GAME PAK from your Nintendo Entertainment System.

2) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it.

3) Avoid touching the terminal connectors. Keep them clean by inserting the GAME PAK in its protective storage case.

4) Never attempt to take your GAME PAK apart.

5) Use of cleaning agents can damage the GAME PAK.

HOW TO PLAY

■Game Set Up

1) Make sure the power switch is OFF.
2) Insert your ROMANCE OF THE THREE KINGDOMS II GAME PAK.
3) Turn the power switch ON.
4) The opening screen will be displayed. After the opening has ended, and the title screen shown, please press the START button.
5) The scenario menu will be displayed.

1. Dong Zhuo Seizes Loyang	189 A.D.
2. Rivals Struggle for Power	194 A.D.
3. Aged Liu Bei Hides	201 A.D.
4. Cao Cao Covets Control of China	208 A.D.
5. Nation Breaks into 3 Divisions	215 A.D.
6. The Three-way Contest	220 A.D.
7. Load Saved Game	

■Start New Game

1) Select scenario from menu selection.
2) Decide how many players. 0-player game is a computer demonstration. To end a 0-player game, simply press the RESET button.
3) Select your ruler and province from the map of China using the directional arrow. Each ruler's name, mark, hostility and trust levels are displayed on the bottom of the screen. To see a ruler not shown, press Button B.
If you choose vacant land, a "New Ruler" is chosen, and you have the ability to input your name, birthday, age,

and gender. Adjust your abilities as well. Only one player may select [New Ruler].
4.) Select the game level. Higher numbers represent a greater difficulty.
5.) Decide whether to watch other province's HEX wars. Change during play by SELECT button.
6.) Last verification- "Everything OK (Y/N)?" If you select "Y," then the game will begin. To make changes, choose "N."

■Controller Use

Although there are only two controllers, it is possible for as many as twelve players to play at one time. Furthermore, it makes no difference as to which controller is used.

KEY TO QUICK PLAY

■MAIN MENU

Displays your country's data and various commands. The ruler or governor can issue commands as long as there are generals in their province to carry out the orders. The game calendar is based upon the lunar calendar used by the ancient Chinese: Spring (January-March); Summer (April-June); Autumn (July-September); and Winter (October-December). All scenarios begin in January.

■Province Data

The following data is given for each province. You are able to look at this information using MAIN MENU command [View].

Province Name	General's post.
Province #	Numbers are assigned from 1~41.
Ruler	Overlord of controled province(s).
Governor	Appointed by ruler to issue commands for a province within the domain.
Advisor	Appointed by ruler to offer advice.

	Intelligence is above 80.
Population	Total number of people in province, excluding soldiers. Multiply by 100 to get actual population.
Soldiers	Number of soldiers under generals' command. Multiply by 100 to get actual amount.
Gold	Supply of gold in province.
Rice	Supply of rice in province. Multiply by 100 to get actual amount.
Loyalty	People's loyalty (PL) to their ruler.
Land Value	Level of development in a province.
Flood Control	Ability to prevent floods in a province.
Trustworthiness	Level to which a ruler can be trusted.
Active Generals	Number of employed generals, including the ruler and/or governor.
Free Generals	Number of generals within a province who do not serve any ruler.
Horses	Number of horses kept in a province.
Rice Exchange	Rice market value. Amount of rice which can be purchased for 100 gold.

■Command Selection

Use keypad to illuminate each command as you scroll. Pushing Button A will

open a window of sub-commands. Button A will select the command. Cancel with Button B.

■MAIN MENU Commands At-a-Glance

View	
Other Prov	View other province's data.
General	View general's face and data.
Summary 1	General data summary 1.
Summary 2	General data summary 2.
Territory	Ruler's province data.
Army	
Hire	Employ soldiers from population.
Assign	Rearrange soldiers among generals.
Train	Train soldiers to increase war skill.
War	Invade a neighboring province, or send reinforcement troops to a member province already in battle.
Person	
Recruit	Recruit another province's active general or recruit a free general from your territory.
Special attention	Ruler or governor persuasion.
Horse	Give horse.
Gold	Give gold.
Letter	Give persuasive letter.
Search	Look for undiscovered generals in your province.
Appoint	Appoint a governor

	or advisor.
Dismiss	Dismiss an active general or advisor.
Delegate	Give governor a basic policy and allow him to rule the province himself. You can cancel delegated rule to regain direct control.
Full command	Allow governor to make all decisions.
Internal affairs	Governor may cultivate land, build dams and increase people's loyalty to increase taxes collected.
Military affairs	Governor may hire and train soldiers to expand territory.
Personnel	Governor may raise generals loyalty and recruit new generals.
Reward	Strategy to increase general's loyalty.
Gold	Give gold.
Horse	Give a fine horse.
Writings	Give special writings to increase a general's intellect.

Trade

Sell Rice	Sell rice to increase gold supply.
Buy Rice	Buy rice to increase food supply.
Buy Horses	Buy horses to recruit and to reward.
Buy Weapons	Buy weapons to increase arms level.

Int Afrs (Internal Affairs)

Land	Raise land value by cultivation.
Flood	Raise flood control

	by building dams and waterways.
Give	Give food to raise people's loyalty.
Tax	Impose special tax of gold and rice.

Dipl (Diplomacy)

Ally	Forge alliance with another ruler.
Joint	Plan joint invasion against a third country.
Marry	Send your daughter to marry another ruler.
Gift	Give gold to another ruler as tribute.
Cancel	Break an alliance.
Threat	Threaten another ruler to accept your rule.

Spy

Hide Gnls (Hide Generals)

Hide	Send a spy into an enemy province.
Verify	Confirm that hidden general will switch sides.
Withdraw	Call back a spy who was not recruited by the enemy.
Rival Tigers	Incite war between two enemy lands.
Tiger-Wolf	Induce enemy governor to rebel.
Switch Sides	Persuade an enemy general to switch sides during war.
Forged Letter	Reduce an enemy general's loyalty by deceit.

Move

General	Move general(s) to a neighboring province.
Goods	Transport gold and/or

	food within your territory.
End	Commands are finished for the month.

■General Selection

Command execution requires you to select a general. After your selection, bring the cursor to [End] and press Button A. You can rearrange the general listing according to [Intel], [War Abil], [Charm], [Soldiers], and [Loyalty] with highest abilities listed first.

■General Data

Every general possesses this data. You can view by MAIN MENU command [View]-[General]. A summary of this data can be found through subcommands [Summary1] and [Summary2].

Health	Shows whether a general is injured. A general appearing in green is in bad health.
Rank	Identifies ruler, governor, advisor, and free general.
Name	Name of general.
Ruler	Ruler whom general serves under.
Years of Service	Years that active general has taken orders from the ruler.
Loyalty	Active general's loyalty to his ruler.
Arms Level	General's supply of armaments for soldiers.
Training	Training level of general's soldiers.
Soldiers	Number of soldiers under a general's

	command.
Intelligence	Mental ability. Crucial for foreign and domestic policy.
War Ability	Strength in battle. Ability to train others in war.
Charm	Ability to influence people. Control in foreign and domestic policy.
Marriage	With which ruler a marriage relationship exists.

■(Y/N) Questions

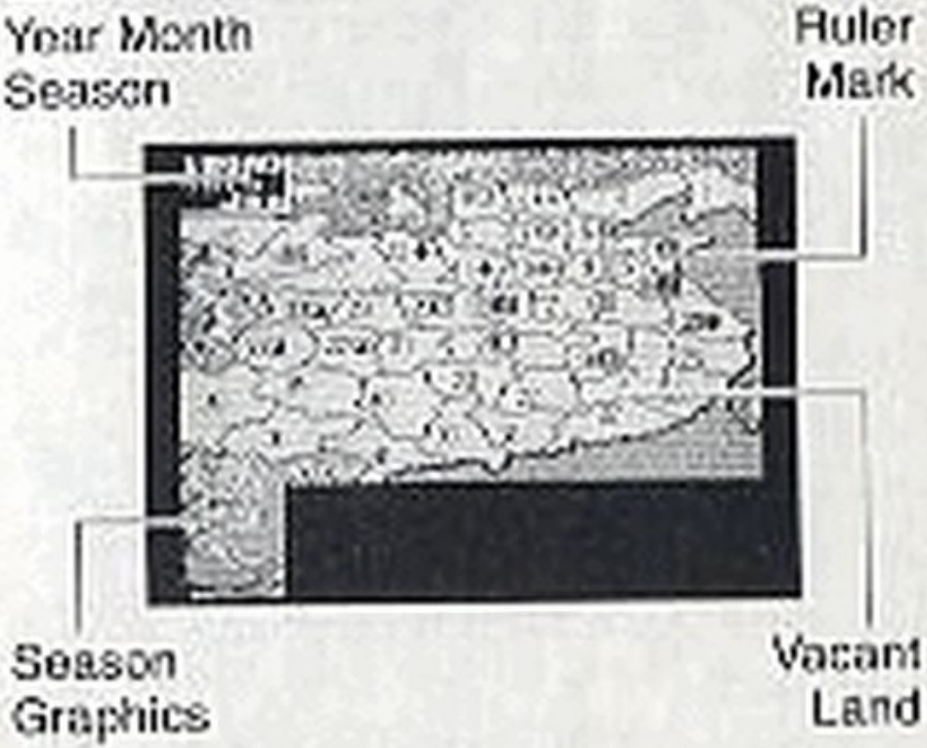
Command verification: Press ← to agree and answer "Y." Cancel by pressing → for "N."

■Entering of Numbers

Use the keypad to mark the digit, then adjust number with up and down buttons. Button A finalizes your decision.

Press ← to input maximum value; if you press it again, the value will return to zero.

■MAP Screen



The MAP shows 41 different provinces; some which may not be controlled by any ruler. To get the MAP from the MAIN MENU, press Button B.

■Other Game Vocabulary

Home Province: The province from which the ruler presides and issues monthly commands.

Domain: Territory other than the home province which the ruler controls. The ruler may control directly or may delegate authority to a governor.

Vacant Land: Open territory in which there is no ruler. Move a general here to claim the land.

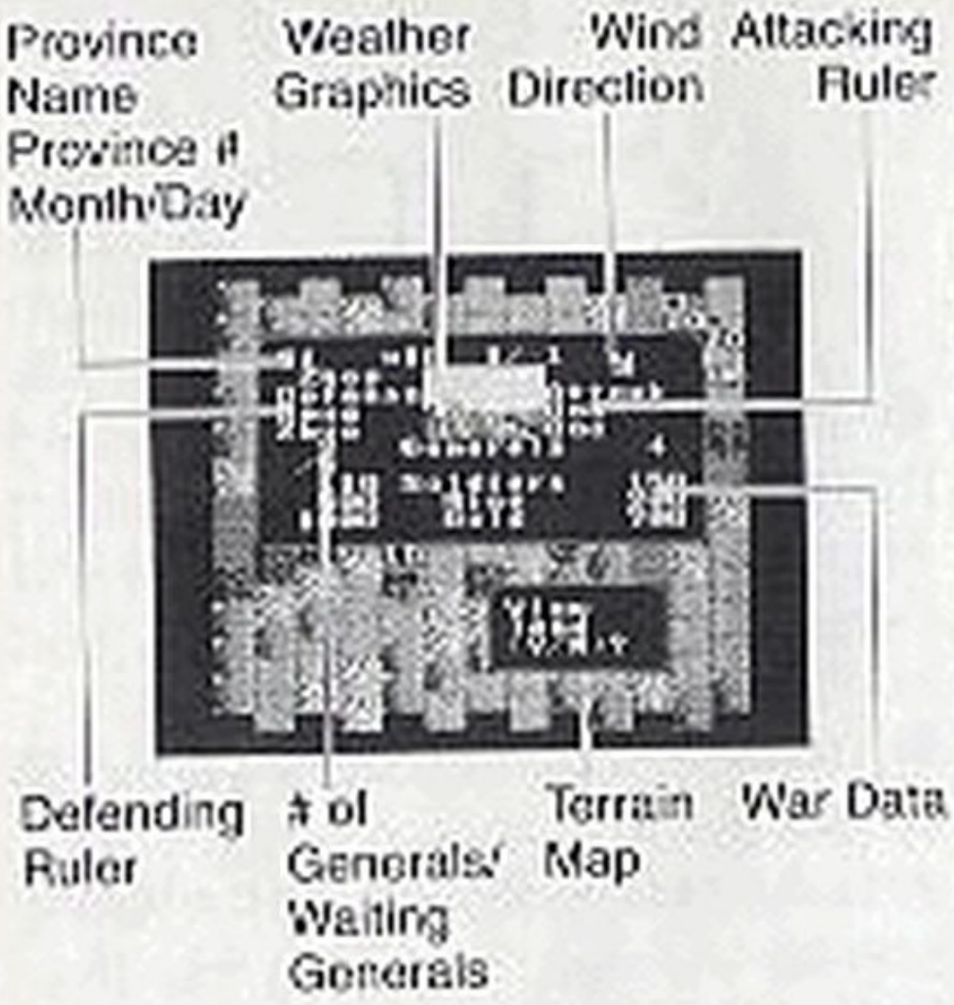
Hidden General: A general that is undiscovered. If found during a search, status changes to a free general.

Successor: General who replaces a ruler after death.

Messenger: General who performs a command with another province. May be discovered and/or imprisoned.

KEY TO WAR

■HEX Display



Good Weather

Partly Sunny

Rain Clouds

Rain

In times of war, the screen will change to the HEX display.

■Selection of Generals Positioning of Troops

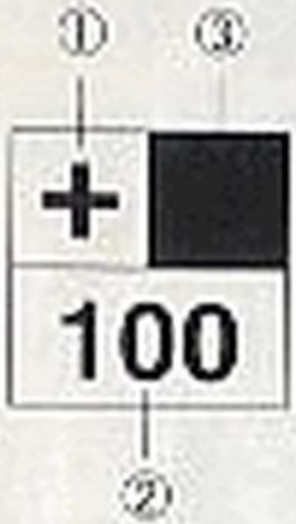
Defenders are allowed a maximum of 10 generals while the attackers are only allowed 5. Defense troops position themselves in those HEX spaces with an "X." Attacking troops may be positioned in those spaces with an "O."

■Personal Combat

Challenge an opposing general to combat. Winning general captures his opponent and soldiers. If a general refuses a personal combat challenge,

some of his men desert him.

■Troop Display

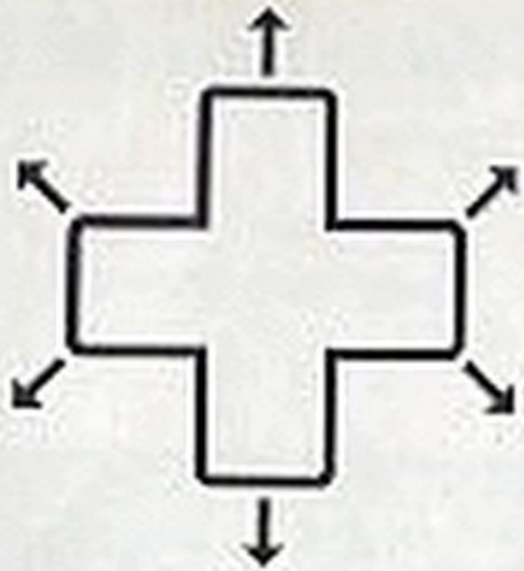


①Commander Marker
②Number of Soldiers
③Fire Display

A troop positioned in a forest cannot be seen.

■HEX Commands At-a-Glance

The following commands are used during HEX war. To start a war, see MAIN MENU command [Army]-[War]. Use keypad to direct movement and attacks.



●Move

[Normal]

Regular move.

[Move Enemy]

Trick enemy to follow your unit.

●Attack

[Simult.]

Attack enemy by all surrounding generals.

[Normal]

Attack adjoining enemy troop.

[Fire]

Start fire in adjoining HEX square.

[Charge]
Fight and advance into enemy's HEX.

●Flee
Withdraw from battlefield.

●View
View generals' data.

●Tactics

[Reinforce]
Dispatch waiting generals. Defense only.

[Switch Sides]
Persuade enemy general to switch sides.

●Wait
Rest and accumulate 1 mobility point.

■Victory Conditions

Your ultimate conquest is to unify all 41 provinces of China under your control. If your ruler dies before you reach this goal and there is no successor available, the game ends in defeat.

MISCELLANEOUS INFORMATION

■MESSAGE DISPLAY TIME, HEX WAR DISPLAY

With MAIN MENU, press SELECT button on controller. There are three choices:

[WAIT]

Regulates message display time and the speed of messengers. Wait is divided into ten levels; 1 being the quickest and 10 the slowest. Default is 5.

[HEX]

Ability to view the HEX wars of other provinces. ON signifies that you will watch the wars.

[SAVE]

See QUIT GAME.

■QUIT GAME (Save and End)

[SAVE]

With the MAIN MENU display, push the SELECT button on the controller and choose SAVE. Only one game may be saved, so any new saved game will automatically erase the previously one.

[END]

After saving, you have the choice of watching the computer continue your game or you may end. Press the RESET button and the power switch OFF at the same time to end the game.

■LOAD SAVED GAME

Select [7. Load Saved Game] on scenario menu.

MAIN MENU DISPLAY

Province Data

[Pop (Population)] **Max: 3,000,000**

A greater population will provide more food and gold during tax payments. Every year in January, the population increases; however, natural disasters and the recruitment of new soldiers decreases the number.

[Soldr (Soldiers)]

Recruiting soldiers will increase the number of soldiers maintained by a province. Each ruler automatically pays his men stipends of gold in January and rice in July. If the ruler cannot pay the stipends, some men will desert him. During war, rice is used everyday in proportion to the number of men brought to war.

[Gold] **Max: 30,000**

Every year in January, the amount increases. The quantity increase is dependent upon population and land value. The recruitment of new soldiers will decrease the gold supply; however, you can increase it by imposing a special tax or by selling rice.

[Rice] **Max: 3,000,000**

Every year in July, the supply increases depending on the population, land value, and flood control. Recruitment of new soldiers will decrease the rice supply; however, you can buy more from a merchant and can raise more by a special tax.

[PL (People's Loyalty)] **0-100**

Affects the collection of gold in January and rice in July. If its level becomes too low, the people may stage a rebellion. Raise PL by [Int Afrs]-[Give]. However, natural disasters, the recruitment of

soldiers and war activity will lower loyalty.

[Land (Land Value)] **0-100**
Affects the collection of gold in January and rice in July. Using [Int Afrs]-[Land], you can increase this value; however, disasters and war activity will lower the value.

[FlCl (Flood Control)] **0-100**
Affects the collection of rice in July. If the level is high, the flood control will protect against floods and typhoons. Using [Int Afrs]-[Flood], you can raise the level; however, floods, typhoons and war activity decrease this protection.

[Trst (Trustworthiness)] **0-100**
Displays ruler's believability and trust level. The higher a ruler's trust level, the more effective he is at recruiting and at diplomacy. If the ruler attacks an allied country, captures an allied country's messenger, or does not send joint invasion troops to a defender as promised, the ruler's trust level will decrease.

[Gnls (Active Generals)]
Generals serving under a ruler. Every year these generals receive stipends; gold in January and rice in July.

[FrGl (Free Generals)]
These generals are under no one's rule. If you discover a Free General using [Person]-[Search], it is possible to [Recruit] that person, thus changing him into an Active General.

[Hrse (Horses)] **Max: 100**
Each horse can be used as a reward to your generals or they can be used to recruit both enemy and free generals.

[Cost (Rice Exchange)] **1-100**
Represents how much rice can be bought for 100 gold. You can buy and sell rice from the merchant using [Trade]. The higher the value, the greater the rice

exchange. Therefore, it is best to buy at high levels and sell when the exchange is low. If you follow this strategy, it is possible to make a profit. Every month the rice exchange [Cost] fluctuates.

■General Data

[Health]
Health will be displayed by the color of the name: white signifies good health; green indicates sickness or injury; and red appears if the general has already executed a command. Wounded generals recover within three months, but can recover even faster if there is a doctor in the province.

[Rank]
Displays whether a general is ruler, governor, advisor, active or free general. Governors and advisors can be appointed.

[Ruler]
The ruler under whom the general serves and follows. Even if a general has a secret pact with another ruler, his formal ruler is indicated.

[Srv (Service)]
Number of years a general has served the same ruler.

[Lylty (Loyalty)] **Max: 100**
A general's devotion to the ruler. Rewarding a general by [Person]-[Reward] increases loyalty. If a general's loyalty is low, he is likely to leave the ruler or start a rebellion. The higher a general's loyalty, the less likely he is to defect to another ruler or switch sides during HEX war.

[Arms (Arms Level)] **Max: 100**
The number of weapons a general's troop possesses. Arms level equals the number of weapons divided by the number of men. Increasing a unit's arms level

strengthens their attack during HEX war. Increase the arms level by [Trade]-[Buy Weapons].

[Skill (Training Level)] **Max: 100**

The skill of men assigned to a general. Increasing a unit's training level by [Army]-[Train] strengthens their attack and improves their mobility during HEX war. A unit's training level increases when men are drilled, and decreases when new men are hired.

[Soldr (Soldiers)] **Max: 10,000**

The number of soldiers assigned to a general. The more men a general maintains, the better he fights during war. Increase the soldiers by [Army]-[Hire] ; redistribute men by [Assign].

[Intel (Intellect)]

General's mental ability. Higher values mean greater effectiveness in cultivation, flood control, and the extent to which the general could trick or be tricked by other generals. In HEX war, generals with high intellect have more success at moving the enemy and starting fire.

[War (War Ability)]

Battle skill and strength. The higher a general's war ability, the more damage he can inflict on the enemy. Also, when fleeing or serving as messenger, the less likely he is to be captured.

[Charm]

A general's persuasiveness. The higher a general's charm, the more effective he is at recruiting, increasing loyalty, and forging alliances. The ruler's charm is critical in executing [Dipl] commands.

[Age]

Every January, each general becomes one year older. At certain ages, some generals may die and others will come of age.

[Marriage]

Displays with which ruler there is a

marriage relationship. The user can verify relationships using MAIN MENU command [View]-[General]. Giving a daughter in marriage decreases the fear of invasion by the receiver.

MAIN MENU DISPLAY

HELPFUL HINTS

■Command Execution

Once every month, each province's ruler or governor has a turn to issue commands. Each general can only execute one command per turn. Although a ruler can execute every command, there are commands that others cannot. If the case occurs when all generals cannot execute an order, wait until next month's command turn using [END]. The commands for a delegated province will be automatically issued by the computer.

■General Selection

No more than ten names can fit on one screen, so use the [MORE] command to view other existing generals in your province.

In those times when multiple generals can be chosen, an asterisk "*" will appear next to each selected general. You must press Button A for each selected general.

■GENERAL DATA ORDER

Change the arrangement of generals according to their abilities: [Intel], [War Abil], etc. However, the number next to each general will not change. The rearrangement allows you to see the relative levels of ability. Another important note: rulers and governors will be listed at the top of the list regardless of their ability.

■MAP Screen

Along with the rulers' names and marks, the hostility and trust levels of foreign rulers will be displayed from top to bottom respectively. Higher numbers

represent greater hostility and greater trust.

■Advisor and his Suggestions

When a province has an advisor, he gives advice before you execute a command. You can cancel a command after viewing the advice; however unlike other commands, canceling a DIPLOMACY, RECRUIT or SPY command is different: the general whom you had selected will be displayed in red as if he had actually carried out the mission.

■Successor

If a player's ruler dies at any point in the game, a successor must be designated from among the remaining active generals. The game ends if there are no possible successors.

The installment of a new ruler is likely to change the generals' loyalty to their new master. Furthermore, some may leave the province and become free generals.

MAIN MENU COMMANDS

■MAIN MENU COMMAND [View]

When viewing your home province or any province within your domain, the selection of a general is not required. As a result you can view your territory's data as many times as you like.

[Other Prov]

View another province's data.

[General]

View your generals' faces and data.

[Summary 1]

View the name, rank, loyalty, intellect, war ability, and charm for each general in the province.

[Summary 2]

View the name, rank, years in service, training, arms level, and soldiers for each general in the province.

[Territory]

View the governor, gold, rice, soldiers, people's loyalty, and number of generals for each province in your ruler's territory. The data for provinces at war does not appear. Those provinces which have a general delegated to them are displayed with an "*." You cannot see another ruler's territory chart.

■MAIN MENU COMMAND [Army]

[Hire]

Enlist soldiers from the population. You decide how many 100's of men to hire and how to distribute them among the generals. Maximum soldiers per general is 10,000.

[Assign]

Distribute men among a ruler's generals. First, reduce some generals' troops to free some soldiers for reassignment. The number of remaining men is displayed,

so distribute the remaining men as desired. If the user does not use all the remaining men, he may send some home.

[Train]

Drill all the soldiers in a province and raise their training level. Training effectiveness depends on the training general's war ability. The maximum training level is 100.

[War]

Invade a neighboring province or send reinforcement troops when one's army is fighting in another province. When a ruler invades an allied province, the alliance is automatically broken. When the ruler or governor goes to war, he must select a governor to take his place until he returns. War changes the screen to the HEX display.

■MAIN MENU COMMAND [Person]

[Recruit]

Attempt to employ free generals in one's province, or active generals from another ruler's territory. Another ruler's active generals can only be recruited from your home province where the ruler presides. Success depends upon the recruiting ruler's trust, the messenger's charm, and the recruitee's loyalty and personality. Recruitment methods include:

(Special Attention)

Used only by a ruler or governor. Effective in attracting a general with high intellect.

(Gold)

Effectiveness varies with all generals.

(Horse)

Use to attract a general with high war ability.

(Letter)

Use to attract a general with high charm.

[Search]
Look for hidden generals in one's own province. The searcher's intellect and charm affects whether or not he finds any recruits. Once a general is discovered, he is designated a free general.

[Appoint]
●Ruler only
Appoint an advisor or governor from among one's own active generals. A ruler must appoint a governor for each province except his own province. A general must have an intellect higher than 80 to be appointed as advisor.

[Dismiss]
●Ruler only
Dismiss an active general or advisor. Dismissed active generals become free generals. Dismissed advisors become active generals.

[Delegate]
●Ruler only
Delegate rule of a province to a governor, or regain direct control of a province with [Cancel]. Choose a province for self rule and select its basic policy. There are four basic policies:
(Full Authority)
Leave everything to the governor's discretion.
(Internal Affairs)
Instruct a governor to cultivate, reward and execute other internal commands in order to raise tax collections.
(Military Affairs)
Instruct a governor to build up his army and conquer as many provinces as possible.
(Personnel Affairs)
Instruct a governor to recruit and reward generals in order to gather a large, talented group of followers.

[Reward]

●Governor or Ruler only

Give a general gold, a horse or writings to raise his loyalty or intellect. Generals with high loyalty are unlikely to leave a ruler or switch sides during war. Rulers or governors with high charm are more effective at raising a general's loyalty.

(Gold)

The more gold one gives, the higher the general's loyalty will become.

(Horse)

Effective at raising the loyalty of a general with high war ability.

(Writings)

One can only give writings in provinces where there is an advisor. The intellect of the general who receives the writings increases by 1. The advisor's intellect must always be at least two points higher than a general's intellect in order to be able to perform this command.

■MAIN MENU command [Trade]

Can be executed only when a merchant is present.

[Sell Rice]

Sell rice at the current market exchange to raise the gold supply.

[Buy Rice]

Buy rice at the current market exchange to raise the food supply.

[Buy Horses]

Buy horses to use for recruiting and/or for rewards. One horse costs 100 gold.

[Buy Weapons]

Buy weapons to raise the arms level. The arms level is equal to the number of weapons a general's troop has divided by the number of men. Arms level maximum is 100.

■MAIN MENU command [Int Afrs (Internal Affairs)]

[Land]

●May select multiple generals

The greater the amount of gold used, the greater the effects upon cultivation. Generals with high intellect and charm are most effective at cultivation. The higher a province's land value, the higher the amount of gold collected in January and the higher the amount of rice collected in July. Land value maximum is 100.

[Flood (Flood Control)]

●May select multiple generals

The more gold one uses, the greater the effect upon flood control. Generals with high intellect and charm are most effective at flood control. The higher a province's flood control level, the less damage will be done by typhoons and floods. Flood control maximum is 100.

[Give]

●May select multiple generals

Distribute food to the people to increase their loyalty. The higher the people's loyalty, the more food will be collected for July taxes. The effectiveness of the gift depends on the amount of food given, the size of the population, the ruler's or governor's charm, and the charm of the general put in charge of the task.

[Tax]

●Governor or Ruler only

Make a special collection of gold and rice in any season except fall. The special tax can be imposed only once per month. Its effectiveness depends on the ruler's trustworthiness and the people's loyalty to their ruler. When a special tax is imposed, both the trust level of the ruler and the people's loyalty decrease.

■MAIN MENU command

[Dipl (Diplomacy)]

The map of China will appear with a list

of all the rulers beneath it. Next to each ruler's name will be hostility and trust levels from top to bottom and each ruler's marker. Press Button B and the down portion of "+" to view this information for other rulers' lands if they exist. Press the upper portion of "+" to return to the previous list. If an alliance still exists with a country, the ruler will be shown in blue and if a ruler is in battle or can't be selected, he will be shown in red.

[Ally (Alliance)]

●Only from home province

Form an alliance with another ruler. Whether or not a rival will agree to an alliance depends on his hostility, the proposing ruler's trust level, and the messenger's charm. When an alliance is formed, the rival's hostility decreases.

If a ruler invades an allied nation, the alliance is automatically broken. When a player invades another province, he can ask an allied ruler to send joint invasion troops, and when a player is invaded by another province, he can ask an allied ruler to send reinforcements. If a ruler does not comply to a request for joint invasion troops or reinforcements, the alliance does not break, but the trust level of the non-complying ruler decreases.

[Joint (Joint Invasion Force)]

●Only from home province

Two allied lands can agree to attack a third land together. The collaborating troops must invade the third land within a month after making the agreement, or the agreement becomes void. Even if a ruler agrees to a joint invasion, he may not send troops as promised, or he may send as few as he likes.

[Marry (Marriage Relationship)]

●Only from home province

A ruler betroths his daughter in marriage. Whether or not the rival accepts the marriage depends on the hostility between the rulers, the offering ruler's charm, and the messenger's charm. When the marriage succeeds, the rival's hostility decreases. Each ruler has only one daughter.

[Give]

Send a tribute of gold to a rival ruler. Whether or not the rival accepts the gift depends on the amount of gold and the messenger's charm. When the rival accepts the gift, his hostility towards the giver decreases.

[Cancel (Cancel Alliance)]

●Only from home province

Break an alliance. If there was a preexisting joint invasion agreement, it is cancelled. If you are in the middle of a prolonged war, any reinforcements or joint invasion forces from an allied country will be withdrawn.

[Threat]

●Only from home province

A ruler threatens to invade a rival unless he submits to him. The success of the threats depends on the difference in strength between the two lands and the rival's personality. If the threats succeed, the rival cedes his territory to the stronger ruler without fighting. The submitting ruler's generals either join the new ruler or become free generals. If threats fail, the rival's hostility increases.

■MAIN MENU command [Spy]

●Only from home province

[Hide Gnls (Hide Generals)]

A ruler sends his general to another province as a free general. If the general is recruited by the other ruler, he will lower the loyalty of enemy generals, and at war time, he can switch back to his

original ruler. However, there is a chance that the general when recruited may actually become a true follower of the rival. Sub-commands:

(Hide)

Send a general who has a loyalty of 100 to another province.

(Verify)

Confirm that your hidden general will switch sides after you invade.

(Withdraw)

Bring hidden general back home if he hasn't been recruited in the rival province.

[Rival Tigers]

Increase the hostility between two rival lands in the hope that they will declare war on each other. Whether or not the plot succeeds depends on the instigating ruler's trust, his advisor's intellect, the messenger's intellect, and the rival rulers' trust, intellect, and the intellect of their advisors. The user chooses the rulers he wants to trick and sends different messengers to each. If the plot fails, the hostility between the two rival lands and your land will increase.

[Tiger-Wolf (Tiger and Wolf)]

Persuade another province's governor to start a rebellion against his ruler.Whether or not this strategy succeeds depends on the messenger's charm and the loyalty and characteristics of the governor being persuaded. If the strategy succeeds, the loyalty of the generals decreases and the governor rebels and becomes the new ruler of the province.

[Switch Sides]

Create a secret pact with another ruler's general to switch sides during war. This agreement is only good for 3 months. Whether or not this ploy succeeds depends upon the ruler's trust, the messenger's charm, the advisor's intellect, and the

rival general's loyalty and personality. If the trick succeeds, the general's loyalty decreases and the user can get him to switch sides during war.

[Forged Letter]

Send a rival ruler's general a slanderous letter to destroy his trust of the ruler. If the trick succeeds, the general's loyalty decreases, and he becomes more likely to leave his ruler or be recruited.

■MAIN MENU command [Move]

[General]

●May select multiple generals

Move generals to a neighboring province. Generals may not move to other rulers' provinces or to provinces at war. If a general moves to an empty province, the province becomes part of his ruler's territory. When a ruler or governor moves, he must choose a new governor for the former province. Furthermore, when a general(s) move to a vacant province, the ruler must select a governor for that province.

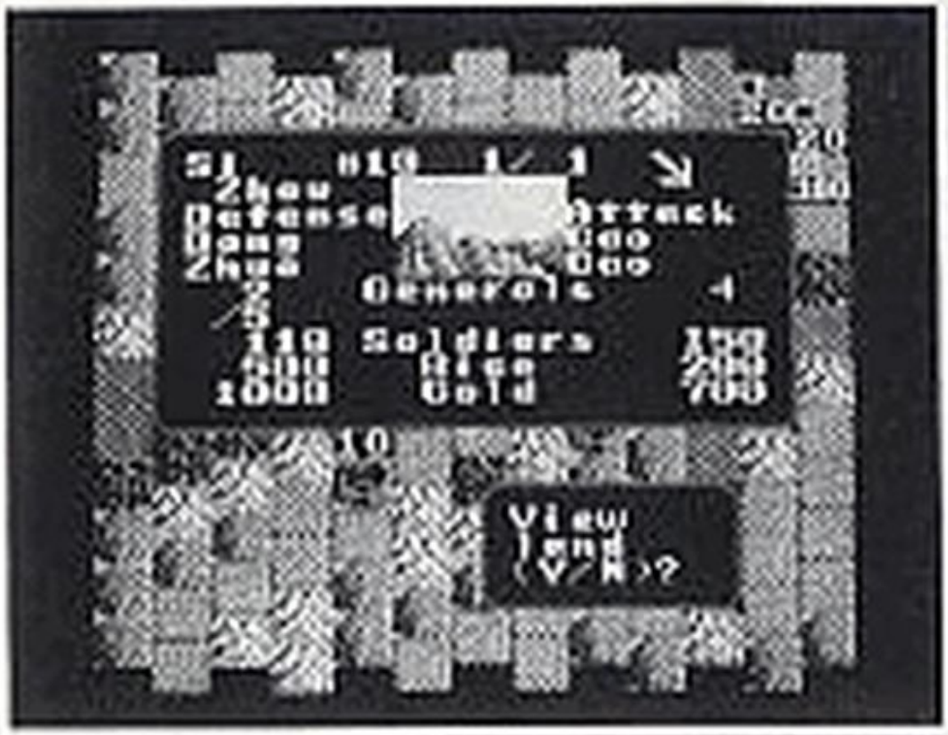
[Goods]

Send gold or rice to one of your provinces. Goods may be sent to provinces involved in prolonged war; however, there is a risk that the goods may be intercepted by the enemy.

■MAIN MENU command [End]

When the orders for your province have ended for the month or when you want to pass a turn.

In times of war, the screen changes to the HEX display.



In the HEX mode, if you press Button B, a screen will appear with war information: number of soldiers; gold and rice possessed; weather conditions and more. At the same time, "View Land (Y/N)?" appears. If you choose "Y," the armies disappear and you are able to view the terrain. If you select anything else, you will return to the battle.

■Flow of Warfare

War is initiated (attacker may have requested joint invasion troops) → Defender may request reinforcements from an ally → Select generals to participate in war → Position troops → Personal combat (if both sides agree) → Battle. If Prolonged War, both sides can request rescue troops; Victory is decided; and Post-war settlements.

Attacking troops are red while defenders are blue. Reinforcements are blue with a black line while joint invasion forces are yellow with a black line. If the commander of the troops is the ruler then his unit will be marked with an "O;"

however, if another general is commander, the troop will be marked with a "+."

■Order of Turns

Turn order goes as follows: defender → allied defense reinforcements → attacker → joint invasion forces. You have the chance to issue orders to each general during each turn.

Within each army, the commander always receives his turn first, and then the other generals are able to issue their commands in the order in which they were positioned on the HEX screen. You can pass a general's turn by selecting command 6. Wait.

■Terrain

Every troop's movement is affected by the terrain upon which they decide to move. Different terrain expends different amounts of mobility points. The higher the training of the troops, the greater the troop's ability to move. The maximum mobility for a troop each turn is 6.

Castle

Hill

Fort

Mountain

Grassland

Water

Forest

Terrain	Mobility Points	Ability to Defend	Fire Protection	Special Remarks
Castle	3	A	A	One per province. Fire may destroy gold and rice.
Fort	3	B	A	One to six per province.
Grassland	2	D	D	Easy to move on.
Forest	3	D	E	Troops can't be seen.
Hill	3	C	C	Gentle slope.
Mountain	X	X	C	Impassable.
Water	5	E	X	Fire cannot start.

** A (little difficulty) → E (great difficulty)
X represents irrelevance; not possible in game.

■Commander

In times of war, you decide who will be commander of your forces. If either the ruler or governor is participating in the war, then the commander will automatically be chosen. However, if these two ranks will not take part in war, you will have the opportunity to select the commander. If the commander dies, is captured, or even if he withdraws, the entire force must retreat as well; and the war will be lost.

■Selection of Generals, Positioning of Troops

Defenders are allowed a maximum of 10 generals on the battlefield at any one time while the attackers are only allowed 5. Each troop has only one general. Defense generals who were not sent to battle may later be deployed to help their country's condition.

■Personal Combat

After positioning troops, the defender decides whether or not to suggest personal combat. If the attacker accepts the challenge, two chosen men step forward and fight until one wins. If the defender does not suggest personal combat, then the attacker is given the opportunity. The winning general captures his opponent and soldiers. If a general captures an opponent whose war ability is higher than his own, his own war ability automatically increases. If a general refuses a personal combat challenge, some of his men desert him. Some headstrong generals may suggest personal combat without their commander's permission. Only one personal combat match can occur before war begins.

HEX COMMANDS

■HEX Command [Move]

[Normal]

Move within the limits of one's mobility points. Different types of terrain require different amounts of mobility points. If a unit moves next to an enemy unit, it cannot move further in the same direction, even if it has remaining mobility points.

[Move Enemy]

Trick the enemy into following you. Moving the enemy requires the same amount of mobility points as a normal move. "Start where?" asks which enemy you want to move. The higher a general's intellect, the more easily he can move enemies and the less easily he can be moved by enemies.

Ambush - Although this is not a command, it is a helpful hint. If you enter a forest HEX, your unit becomes invisible and automatically goes into ambush. If you enter a HEX next to an enemy unit in ambush, the ambush troops automatically attack. The outcome depends on both units' war ability, arms level and number of soldiers. The attack does not damage the unit in ambush.

■HEX Command [Attack]

When a unit is attacked, its number of men decreases. When the number of men remaining reaches 0, the general may either be captured or eliminated. The goal is to eliminate the commander or take the enemy's castle- these achievements will bring the attacker victory.

[Simult. (Simultaneous)]

All the units surrounding an enemy

attack at the same time. The result depends on the generals' war abilities, number of soldiers, number of units, and terrain.

[Normal]

Attack an enemy in a neighboring HEX. The result depends on the generals' war abilities, number of soldiers, and terrain.

[Fire]

Set fire to a neighboring HEX. Success depends upon the terrain, weather and the general's intellect. Men will burn if you don't leave a burning HEX. The fire spreads according to wind direction. The fire goes out as time passes or if it rains.

[Charge]

All members of a unit dash into an enemy's HEX and fight hand-to-hand. The result depends upon the generals' war abilities, the number of soldiers and the terrain. If a unit is not annihilated in the charge, the attacking unit may break through the defender and wind up on the opposite side, or it may be forced back to its original HEX.

■HEX command [Flee]

Each unit may flee to a neighboring province within the ruler's territory or to an empty province. Whether or not a general is captured as he flees depends upon his war ability, mobility points, training level, and the number of enemy units surrounding him. Captured generals are dealt with in post-war settlements. If the ruler or commander flees, all units flee with him and he automatically loses the war.

■HEX command [View]

View one's own or the enemy's generals. Using the "+" button, match the blinking cursor with the HEX of the troop which you would like to see. Press Button A to

see data on the troop's generals. Press Button B to return to the HEX screen. [View] does not count as a turn so you may view a general's data as many times as you like. However, it does cost 10 gold for each view. One cannot view enemy units in ambush.

■HEX command [Tactics]

[Reinforce]

Only the defender may execute this. Call for additional generals to be sent to the war front for battle. Choose and position the new generals. The defender may have a maximum of 10 generals on the battlefield at one time.

[Switch Sides]

Persuade an enemy general to switch sides. Only the commander may try to bribe an enemy general to switch sides, and the attempt counts as his turn.

There are times when a hidden general will have truly become a follower of the rival ruler, so it may be difficult to make him switch sides. Success depends upon the amount of gold given, and the general's loyalty and personality.

■HEX command [Wait]

Remain in a HEX without doing anything. Mobility points increases by 1 (6 maximum).

WAR POINTERS

■Allied Reinforcements (Defense Only)

When a ruler's province is invaded, he may ask any ally to send reinforcement troops. If the messenger returns with reinforcements, both are automatically positioned on the battlefield. If the allied ruler chooses not to send reinforcements, only the messenger returns to battle. If the entrance HEXs are occupied or engulfed in fire, reinforcements will have to wait until an entrance HEX becomes available. If victorious, the defender automatically sends the allied ruler food and gold in proportion to the number of reinforcement troops sent.

■Joint Invasion Forces (Attack only)

The attacker and another neighboring province may agree to invade a province together. After making the joint invasion pact, the attacker may invade at will; however your partner's promise to invade is only valid for one month after the agreement is made. If the partner sends joint invasion troops as promised, the units are automatically positioned on the battlefield. If the attacker wins the war, he automatically sends the allied ruler food and gold in proportion to the number of joint invasion forces sent.

■Prolonged War

If a war is not concluded within 30 days, it is considered a prolonged war. After 30 days, the computer returns to the MAIN MENU, and the remaining provinces receive that month's turn. The following month, after all other rulers

have received their turns, the computer returns to the HEX display and the war continues. A war can continue any number of months until a winner is decided.

■Domain Reinforcements

If a ruler controls more than one province, he can move reinforcement troops from other provinces to the province at war. A ruler can only send reinforcements during the MAIN MENU display; before the HEX screen reappears for the continuation of a prolonged war.

Send reinforcements in the same way you invade a province. Use MAIN MENU command [War] and send men to the province in which the war is taking place.

■Cancel Alliance

A ruler can cancel an alliance during his MAIN MENU turn before prolonged war begins using [Dipl]-[Cancel].

All allied reinforcement units or joint invasion troops withdraw when the alliance is broken between the ruler who requested the troops and the ruler who sent them. Such withdrawal takes place regardless of which side broke the alliance.

■Ruler's Death

If a ruler dies in the interval after war is interrupted and before prolonged war begins, choose a successor from among your generals (excluding those at war) and continue play.

■Conditions for Victory

When the conditions are met below, the war ends and post-war settlements begin.

Attacker wins if:

they capture the enemy's castle;

the enemy's food runs out;
the enemy's generals are all captured or forced to flee;
the enemy's commander is captured or eliminated.

Defender wins if:
the enemy's food runs out;
the enemy's generals are all captured or forced to flee;
the enemy's commander is captured or eliminated.

■Post-War Settlements

Naturally, the army that wins the war gains the province in which the battle took place. If the attacker wins, the commander of the attacking forces becomes the governor of the new territory. If the attacker's army flees, all defending generals captured will return to their previous ruler. Any soldiers left alive remain with their general.

On his next turn, the winning ruler must decide what to do with his captured enemies.

Generals- Decide what to do with them
(Recruit) enemy generals join the winning ruler's side.
(Release) enemy generals flee to an empty province or another province within the losing ruler's domain. If there are no provinces to which the generals can flee, they become free generals in the newly-lost province.
(Behead) enemy general is eliminated.

Ruler- Decide what to do with him
(Release) enemy ruler flees to an empty province or another province within his territory and becomes leader of that land. If there are no provinces to which the ruler can flee, he goes into exile.
(Behead) enemy ruler is eliminated, but his followers are allowed to choose a successor.

GAME FLOW

■Cyclical Events

The following events occur every month or year.

[Age Increase]

Every January each general becomes a year older. At a certain age some generals die and others come of age. If a ruler dies, his followers choose a successor. If a governor dies, the player may select a new one.

[Population Increase]

Every January, the population of each province grows.

[Taxes]

The ruler collects gold in January and rice in July as taxes. The amount collected depends upon the population, land value, and the loyalty of the people.

[Stipends]

The ruler must pay his generals and their men gold in January and rice in July. When the ruler cannot pay the necessary stipends, the general's loyalty and number of soldiers decreases.

[Market Price]

Every month the rice market value fluctuates.

[General Movement]

Free generals move at will from province to province.

[Health Recovery]

Wounded generals recover naturally within three months. The presence of a doctor may speed up the recovery.

[Loyalty Change]

Every month, a general's loyalty toward the ruler changes depending on the ruler's trust level and the affinity between the ruler and general.

[General Betrayal]
Generals with low loyalty may leave a ruler and become a free general. Those generals who have served under the ruler for more than 10 years and those generals related to the ruler by blood will never leave.

■Random Events

The following events may occur seasonally or at random.

[Locusts] Spring and Summer
An outbreak of locusts causes the people's loyalty, land value, and food to plummet. The locusts and their damage spread to surrounding provinces the following season, and then die off by winter.

[Floods] Summer
Floods reduce the population, soldiers, land value, flood control, and people's loyalty. A high flood control level can help minimize the damage done by floods.

[Typhoons] Summer
Typhoons decrease people's loyalty, land value, and flood control. A high flood level can help minimize the damage done by typhoons.

[Epidemic] Spring and Summer
Epidemics reduce people's loyalty, population, and the number of soldiers. The sickness spreads to surrounding provinces the following season, and then dies out the following year.

[Popular Uprising]
Popular uprisings are more likely to occur in provinces with low ruler trust, low governor charm, and low people loyalty. Popular uprisings reduce the population, number of soldiers, land value, gold and rice.

[Governor Rebellion]
A governor's rebellion may be induced

by his loyalty, personality or by another ruler's spy activities. The rebelling governor seizes the province and becomes its new ruler. The other generals in the province either follow him or become free generals.

[Mountain Bandits]

When transporting goods across lands with low people's loyalty, the goods may be stolen by mountain bandits.

SCENARIO APPENDIX

■SCENARIO 1: 189 A.D.
Dong Zhuo Seizes Loyang

	Ruler	Initial Domain	Advisor
Ruler Selection	Cao Cao	9	Chen Gong
	Liu Bei	4	None
	Sun Jian	21	Cheng Pu
	Yuan Shao	6	Tian Feng
	Yuan Shu	19	None
	Ma Teng	14	None
	Liu Yan	30,32,33	None
	Liu Biao	20	Kuai Liang
	Dong Zhuo	10,11,12	Jia Xuo (10)
	Gongsun Zan	3	None
	Tao Qian	16	None
	New Ruler	Vacant lands	None
Other Rulers	Hai Fu	7	None
	Kong Rong	8	None
	Wang Lang	24	None
	Liu Yong	26	None

■SCENARIO 2: 194 A.D.
Rivals Struggle for Power

	Ruler	Initial Domain	Advisor
Ruler Selection	Cao Cao	10,11	Xun Yu (10)
	Liu Bei	16	None
	Sun Ce	24	Zhou Yu
	Yuan	6,7	Tian

	Shao		Feng (6)
	Yuan Shu	17,19	None
	Ma Teng	14	None
	Liu Zhang	32,33,34	Zhang Song (33)
	Liu Biao	20,21	Kuai Liang (20)
	Lu Bu	9	Chen Gong
	Gongsun Zan	3	None
	Li Jue	12	Jia Xu
	New Ruler	Vacant lands	None
Other Rulers	Kong Rong	8	None
	Liu Yong	26	None
	Zhang Lu	29	Yuan Pu

■SCENARIO 3: 201 A.D.
Aged Liu Bei Hides

	Ruler	Initial Domain	Advisor
Ruler Selection	Cao Cao	9,10,11, 16,17	Sima Yi (17)
	Liu Bei	19	None
	Sun Quan	18,24,25, 27	Zhou Yu (24)
	Yuan Shao	1,2,3,6, 7,8	Tian Feng (6)
	Liu Zhang	31,32, 33,34	Zhang Song (33)
	Ma Teng	14,15	None
	Zhang Lu	29	Yuan Pu
	Liu Biao	20,21, 22,23	Kuai Liang (20)
	New Ruler	Vacant lands	None

■SCENARIO 4: 208 A.D.
Cao Cao Covets Control of China

	Ruler	Initial Domain	Advisor
Ruler	Cao Cao	1-12,17	Sima Yi

Selection			(17)
	Liu Bei	19	Zhuge Liang
	Sun Quan	18,24, 25,27	Zhou Yu (24)
	Ma Teng	14,15	None
	Liu Zhang	30-34	Zhang Song (33)
	Jin Xuan	20	None
	Han Xuan	21	None
	Zhao Fan	22	None
	Liu Du	23	None
	Zhang Lu	29	None
	New Ruler	Vacant lands	None

■SCENARIO 5: 215 A.D.
Nation Breaks Into Three Divisions

	Ruler	Initial Domain	*Advisor*
Ruler Selection	Cao Cao	2-14,16-18,29,30	Sima Yi (17)
	Liu Bei	19,20, 31-35	Zhuge Liang(33)
	Sun Quan	21-28, 37-40	Lu Su (24)
	Meng Huo	36	None
	New Ruler	Vacant lands	None

■SCENARIO 6: 220 A.D.
The Three-Way Contest

	Ruler	Initial Domain	*Advisor*
Ruler Selection	Cao Pi	2-14, 16-20	Sima Yi (10)
	Liu Bei	29-35	Zhuge Liang(33)
	Sun Quan	21-28, 37-40	Lu Xun (24)
	Meng Huo	36	None
	New Ruler	Vacant lands	None

The Yellow Turban Rebels and the Tyranny of Dong Zhuo

The Later Han Dynasty was an empire without an emperor. Emperor Ling was alive in person, but the palace eunuchs isolated him from his people and controlled any access to information. The eunuchs exercised their greed and exploited the power which they stole from the emperor. The people were treated harshly and were constantly subject to extraordinary taxes.

Adding to the people's misery, an epidemic swept the land and took many lives. A cure was discovered by a wandering magician named Zhang Jiao and he emerged from the chaos with an army of followers. Exploiting his popularity, Zhang desired to not only overthrow the corrupt eunuchs, but the government as well. His yellow turban donning rebels soon numbered as many as 360,000 men. They marched their way across northern China and eventually reached the capital at Loyang where they beseiged the palace.

The Emperor called upon volunteers to crush the rebellion and defend the throne. **Liu Bei**, Guan Yu, and Zhang Fei joined in the famous "Peach Tree Oath" of brotherhood to preserve the Han Dynasty. Other great generals such as **Cao Cao**, **Dong Zhuo** and **Sun Jian** also committed themselves to the emperor's defense. Soon after, the Yellow Turban Rebellion was quelled.

Chaos continued when Emperor Ling died and there was no concensus on the rightful heir to the throne. Power struggles took place, but with the help of

the mighty general Lu Bu, Dong Zhuo installed Prince Hsieh as emperor and proved that he controlled the palace. Dong Zhuo, in thanks for Lu Bu's help, presented him with the Red Hare, a magnificent red horse that could outrun any other.

Cao Cao

Sun Jian

Liu Bei

Dong Zhuo

■Leaders Unite and Guan Yu is Spurred to Action

Cao Cao felt cheated when Dong Zhuo took control of the palace. As a result, he put out a written appeal to overthrow him. Many leaders from various states responded to his call, including the three heroic brothers, Liu Bei, Guan Yu and Zhang Fei. Yuan Shao was elected to lead the coalition and Sun Jian volunteered to stage the front end of the attack.

While the coalition organized, Dong Zhuo was basking in the leisures of court life. The news of an organized opposition came as a shock, but Dong Zhuo was quick with a response. Sun Jian's army was easily defeated and it seemed as if Dong Zhuo's forces might overrun Yuan Shao as well; however, an allied swordsman named Guan Yu saved hope with his decisive victory.

When the bulk of the armies clashed, Lu Bu fiercely rode forth on the Red Hare, waving his sword. He went straight for Gongsun Zan and was just about to get him when Zhang Fei came to the rescue. The fighting dragged on with neither side dominating, but when Liu Bei and Guan

Yu charged into battle, Lu Bu sped away on his mighty steed.

Dong Zhuo's battle spirit died down after Lu Bu's retreat. Following his advisor's suggestion, Dong Zhuo moved the capital to Changan where the terrain would provide a greater defense. All the people who opposed the new capital were labeled as traitors and put to death. Dong Zhuo looted the imperial tombs and burned Loyang to the ground before leaving.

Guan Yu

Zhang Fei

Lu Bu

■Contending Warlords and the Treachery of Lu Bu

The union of the leaders against Dong Zhuo gradually broke apart. And it was Sun Jian's discovery of the Hereditary Seal of the empire which hastened the coalition demise. Word of his discovery quickly spread and elicited nothing but envy and anger. Leaders began to mistrust Sun Jian and the lust for the seal resulted in the beginning of a period of contending warlords.

Dong Zhuo felt snug in his mountainous area surrounded by a tricky system of rivers. This ideal defensive position seemed like a perfect way to make the emperor a puppet for his goals. Unfortunately, circumstances did not bode well for Dong Zhuo and his mighty general Lu Bu. Through scheming, both men became aware of their shared infatuation with the same maiden. In the end, the

schemer assisted Lu Bu in the elimination of Dong Zhuo.

■"The Rival Tigers Ruse" and "The Tiger-Wolf Trick"

After Dong Zhuo's death, a rebellion broke out because the people feared that the emperor was in danger. Cao Cao played a major role in suppressing the rebellion. He earned great fame and the title "Warden of the East" for his bravery. During an attempt by **Tao Quian** to court Cao Cao's friendship, traitors within Tao Quian's army killed Cao Cao's father. As a result, Cao Cao sought revenge and each side became embroiled in the search for support. Cao Cao had his hands full as he had to save his lands from Lu Bu as well. However, the fighting soon came to an end as swarms of locusts demolished food supplies.

Tao Quian died soon thereafter and had instilled his faith and bequeathed his seal of office to Liu Bei, a descendant of the Han line. Cao Cao became engulfed in rage at Liu Bei's luck. He pledged to attack Liu Bei, but from the help of an advisor, his first step was a full force attack where he chased Lu Bu and the Yellow Turban rebels out of his land. Cao Cao's power was further enhanced as he gained control of imperial matters after freeing the Emperor from the hands of tyrants.

It was at this time that Cao Cao wanted to get back at both Lu Bu and Liu Bei. His advisor **Xun Yu** developed two schemes. "The Rival Tigers Ruse:" Liu Bei and Lu Bu would be provoked to fight and weaken each other. In this scheme,Liu Bei was given the authority to govern Xu Zhou. However, he had to expel Lu Bu from his territory. A retaliatory attack would seem evident,

but Liu Bei saw through the scheme from the start, and neither he or Lu Bu made a move.

The second scheme was "The Tiger-Wolf Trick." With Lu Bu as the tiger and Liu Bei as the wolf, the tiger would be encouraged to prey on the wolf's goods. By this scheme Cao Cao's arch enemies were tricked to fight amongst themselves.

Tao Qian

Xun Yu

■Yuan Shu vs. Yuan Shao

Rivalry between the two brothers, **Yuan Shu** and **Yuan Shao** was the cause of many battles. Bitter feelings resulted in Yuan Shu swearing revenge on both Yuan Shao and Liu Bei. Both had refused his requests for supplies.

Yuan Shu found the perfect pawn to carry out his plan, Sun Jian. Unfortunately, Sun Jian soon died in battle. Sun Ce took his father's prized possession, the Heriditary Seal, and pledged his service to Yuan Shu. However, Sun Ce yearned to be a hero and so he left the Seal with Yuan Shu and borrowed a brigade of men to conquer in the east.

With the Hereditary Seal in hand, Yuan Shu felt he could gain more power. He refused to return it to Sun Ce and declared that the Seal proved he was emperor. In his ambition, Yuan Shu made many enemies and stimulated Cao Cao, Lu Bu, Liu Bei and Sun Ce to lead a coalition against him. He refused to unite with his cousin and finally starved from lack of provisions. Soon after, the

Hereditary Seal was stolen by Cao Cao.

Yuan Shu

Yuan Shao

Sun Ce

The Battle of Kuantu

Cao Cao kept a close watch over the eastern area of China, just north of the Yangtze River. This was the most strategic position in China as well as the most plentiful territory. He knew that he had to defeat his greatest enemy, Yuan Shao, in order to gain control of that area.

Cao Cao and Yuan Shao led their forces into battle twice at Kuantu. Despite the fact that Yuan Shao's army was much larger and wealthier in provisions, Cao Cao held his own. Not paying heed to advice, dissension grew in Yuan Shao's camp and eventually his advisor Xu You defected to Cao Cao. Xu You offered crucial advice: attack Yuan Shao's supplies. By this strategy, Cao Cao could destroy a much greater army with his lesser force. The advice worked as the surprise attack completely destroyed Yuan Shao and resulted in victory for Cao Cao.

An Encounter with Zhuge Liang

During the Battle of Kuantu, Cao Cao moved five army units towards Liu Bei to confuse Yuan Shao. Cao Cao himself was with his troops near Yuan Shao, but his banners flew elsewhere. Liu Bei saw that he was in a dangerous position and took refuge with Liu Biao. They joined forces and prepared to fend off an attack; however Liu Biao feared Cao Cao too much to make a move. Fleeing from a

plot against him, Liu Bei learned of men who might help him restore the empire: Zhuge Liang known as the Hidden Dragon and Pang Tong known as the Phoenix Fledgling. The Hidden Dragon lived a secluded life in the mountains and Liu Bei traveled to him. Two consecutive visits by Liu Bei were refused. Finally, on the third visit he was allowed to see the wise man. As they talked, Liu Bei outlined his desires to restore the Han Dynasty to glory. Zhuge Liang was pleased with his goals and offered him advice.

Zhuge Liange pointed out that in order to conquer Cao Cao, Liu Bei would need to ally with another power, Sun Quan; and he must acquire a territorial base from which to work. Thus, Zhuge Liang judged that the Three Kingdoms Design was at work.

Zhuge Liang was moved by Liu Bei's humble attitude- he was respected as a leader, yet had made three trips to a mere apprentice's door for advice! Thus they swore themselves as master and servant.

Zhuge Liang

■The Battle at Red Wall: Cao Cao vs. Sun Quan

Cao Cao threatened to continue to expand across the Yangtze River and take the Wu Kingdom. An overwhelming naval force of close to 800,000 men instilled extreme fear upon Sun Quan and his army. Everyone was ready to yield; however, Sun Quan's advisor, Lu Su, suggested defiance. With assistance from Zhuge Liang and a veteran general,

Zhou Yu, it was emphasized that Liu Bei and Sun Quan could unite and bring an end to Cao Cao's despotical rule. A spark was lit stirring Sun Quan into action.
Zhou Yu realized that a well-placed fire attack could wipe out the attacking fleet. Only unfavorable winds threatened this plan. Zhou Yu knew that Cao Cao was also aware of this potential threat, so to allay his suspicions, Zhou Yu had Huang Gai suggest such an attack in front of Cao Cao's spies. The man was then publicly whipped for suggesting such a thing. Through more genius, Zhou Yu was able to get **Pang Tong**, a Wu advisor, into the enemy camp and suggest the Chain Link Plan whereby Cao Cao's navy might navigate the rough waters of the Yangtze more easily by linking all of the ships together with iron chains. Feigning surrender, a ship laden with inflammables was led towards the chain-linked ships. With a gust of wind from the south-east, the ships were consumed in a furious red wall of fire.
Cao Cao's forces were overrun and his nationwide conquest was utterly crushed at Red Wall. Liu Bei benefited the most at Red Wall. He clinched Jing Zhou, the southern districts, and rounded off the foundation for three opposing powers as planned.

Zhou Yu

Pang Tong

■Cao Cao Declares Himself Prince of Wei

Just when Liu Bei had achieved control of the Shu Kingdom in the west, Cao Cao became a victor over Zhang Lu in

the nearby territory of Hanchung. Cao Cao then declared himself Prince of the Wei Kingdom.

The proximity of these two hostile forces meant constant battle skirmishes. Liu Bei's people lived in constant fear of an incursion into their district. To ease fears, Liu Bei started an offensive. The armies assailed for days, but Liu Bei seemed to take the lead when his general **Huang Zhong** defeated Cao Cao's mighty **Xiahou Yuan**. Through clever tactics, Liu Bei wounded Cao Cao and chased him away.

Step by step, Liu Bei secured the Shu Kingdom and made his way into Wei. His power and fame grew rapidly and through the encouragement of his men, he took upon the title "Prince of Hanchung." Liu Bei's victory over Cao Cao was revealed to all.

Huang Zhong

Xiahou Yuan

■Liu Bei Entrusts the Kingdom to Zhuge Liang

Territorial disputes were common. Although Liu Bei and Sun Quan combined forces to defend their territory from Cao Cao's relentless attacks, they fought amongst each other as well. A begruntled Zhou Yu died in his quest to take the strong district of Jing Zhou away from Liu Bei.

Sun Quan continued threat tactics to take Jing Zhou; Liu Bei's failure to comply meant death to the Zhuge family. Liu Bei agreed to give up half the land to spare

his cherished advisor's family. However, Guan Yu, a brother of oath, refused to give up the land as he saw it as a breach of their promises. Sun Quan joined forces with Cao Cao and after a hard battle, Guan Yu was captured and put to rest. In revenge, Liu Bei sent his other "brother" Zhang Fei to attack Sun Quan. Unfortunately, Zhang Fei's harshness didn't sit so well with his soldiers and they eliminated him.

Meanwhile, in the kingdom of Wei, Cao Cao died leaving his son Cao Pi to succeed him as Prince of Wei. Cao Pi soon developed a reputation for being more ruthless than his father. Sun Quan submitted to him and in return was bestowed the title of "Prince of Wu" by Cao Pi. The three kingdoms were now clearly defined. In Shu, Liu Bei had revenge in store for the deaths of his sworn brothers. When Liu Bei renewed his attack on Sun Quan, Cao Pi held back his forces in *Wei*, awaiting the opportunity for his opponents to weaken themselves.

The battle took place at Yiling, between the Wu and Shu Kingdoms. The deficient supply of rice and the clever tactics of Sun Quan's general, **Lu Xun**, led to the terrible defeat of Liu Bei among the open plains. After retreating, Liu Bei's condition gradually worsened and he asked Zhuge Liang to be his son's advisor and to take the throne if he proved not to be a competent heir and leader.

Soon after, Zhuge Liang took the throne to put an end to the incompetence. Shu's weakened condition encouraged the kindoms of *Wei* and Wu to attack. At the same time as an invasion by Cao Pi's Wei Kingdom, there was a rebellion in the south of Shu. Zhuge Liang allied with

Sun Quan's Wu Kingdom against Wei, and pacified the rebellion.

Lu Xun

The End of The Three Kingdoms: Zhuge Liang vs. Sima Yi

After Liu Bei's death, Zhuge Liang had to guide the people out of crisis by directing the political and military affairs of Shu. The future of Shu depended on cooperation from the southern regions. First, Shu was being attacked from the north and needed protection in the rear. Second, products from the south were a source of revenue. Third, the newly formed armies needed their support.

Leading his men into northern Wei, Zhuge Liang achieved tremendous success in the capture of three cities. At the same time, the leader of Wei, Cao Pi, died and was succeeded by his son Cao Rui.

However, an unfortunate turn in events set back the Shu army. A secret plan designed with Meng Da to overthrow the Wei government was discovered, and Sima Yi intercepted Meng Da before he could carry anything out. Zhang Liang's carefully planned strategy, further disintegrated as an important mountain pass to reach Sima Yi, was lost through the carelessness of Liang's general. Zhuge Liang made frequent attacks on the north, but the perilous route from Shu into Wei took a toll on the Shu army. They were forced to scrounge for supplies, and endure repeated attacks and counterattacks.

Just when a renewed strength was

achieved, Zhuge Liang dispatched the entire army to renew their conquest of Wei. The two great commanders confronted each other at the head of their armies: Zhuge Liang leading his men from Shu; Sima Yi leading his men from Wei. However, Sima Yi was committed to to a strategy avoiding bloodshed; wait and starve the Shu army.

With every challenge refused, Zhuge Liang never got the chance to fight a decisive battle. The hopelessness of his position worried him until he fell ill and died. Zhuge Liang knew that after his death, Sima Yi would be free to hunt down any Shu resistance. Thus, his final order was that a wooden model of himself, perfect in every detail, be contructed. Sima Yi, upon seeing this model, believed Zhuge Liang was still alive, and refused to give pursuit.

Sima Yi

Rise of the Chin Dynasty

Roughly thirty years after the death of Zhuge Liang the Kingdom of Shu ultimately fell to ruin. Sima Yi's grandson, Sima Yen, seized the reigns of power and established a new empire under the Chin Dynasty. The Chin empire went on to conquer Shu and within a period of sixty years, there was no longer The Three Kingdoms, but one country, China.

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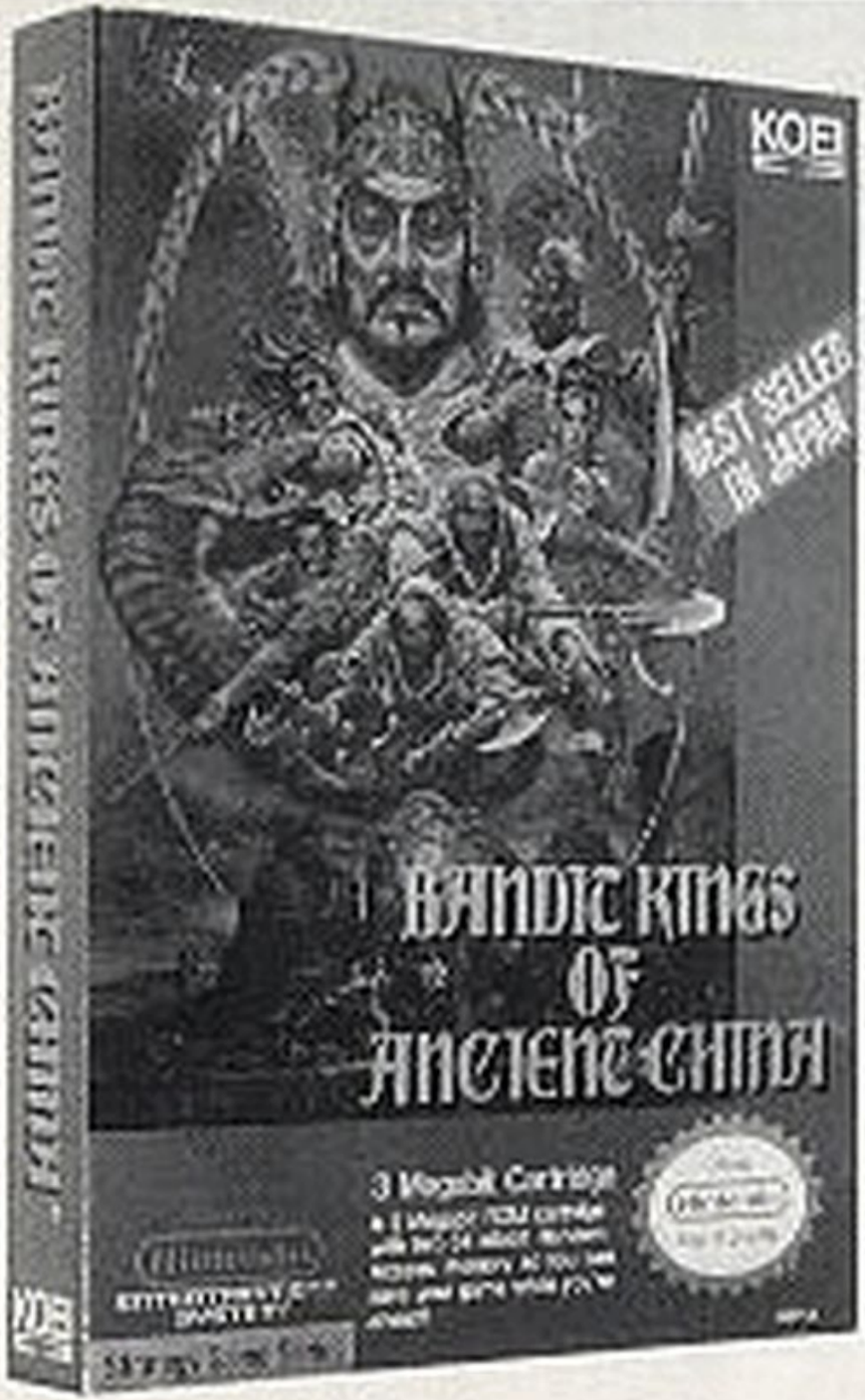

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Printed in Japan